We’re Game For Math

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• All Stakeholders were directly impacted through this project, as a math game lending library was created. Classroom teachers employed these resources as stations, as well as small and whole group instruction to introduce, differentiate, and to extend mathematical concepts in the classroom. Students checked-out games for use at home with parents/caregivers.

• Provided a learner-centered, personalized, blended learning environment.

• Built early foundations for learning success and as a tool for eliminating achievement gaps before they occur.

• An intervention in which to provide early, effective academic assistance to all students.